

Antiquities War™

On The World of

MAGIC™

The Gathering™

3 OF 4
JAN
\$2.50
3.50 CAN

JERRY
PROSSER

•
PHIL
HESTER

•
TOM
RYDER

•
MICHAEL
TUCCINARD



DIRECT SALES

00311

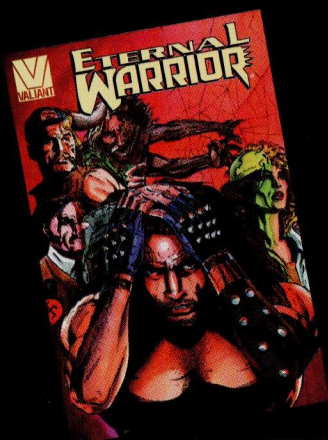


7 16892 87266 2

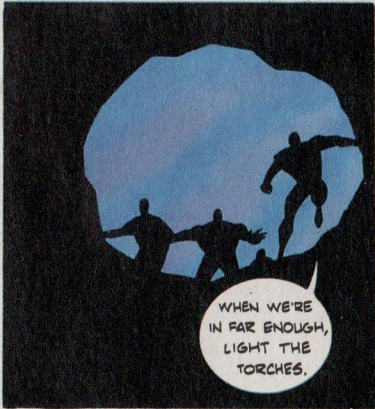
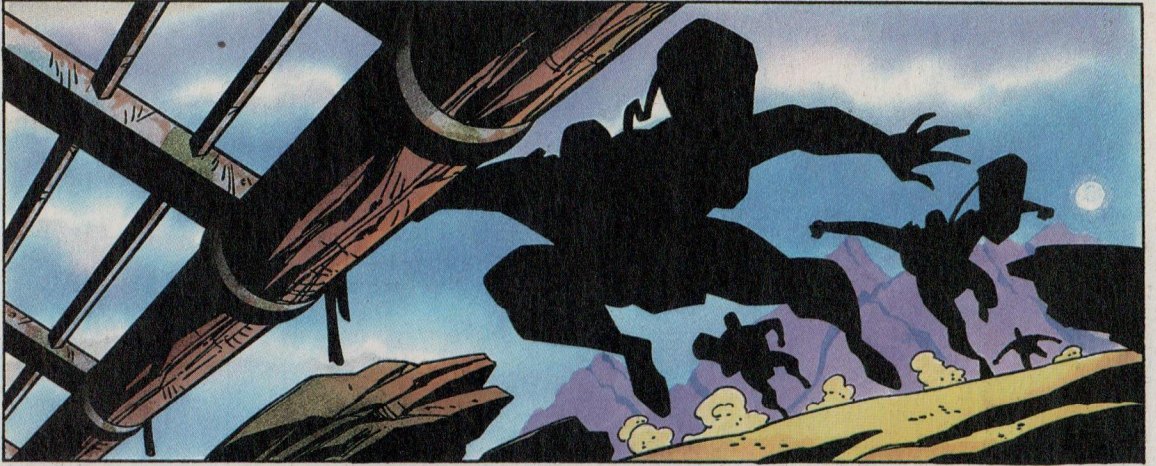
JUSTICE IS ETERNAL. IT'S JUST THE WEAPONS THAT CHANGE.



ETERNAL WARRIOR. IN OCTOBER.



**49: IN THE HOT ZONE. ETERNAL WARRIOR FIGHTS TO STOP A DEADLY PLAGUE.
THE ADVENTURES OF AN IMMORTAL WARRIOR AND HIS CRUSADE FOR JUSTICE.
BY JOHN OSTRANDER AND JACKSON GUICE.**

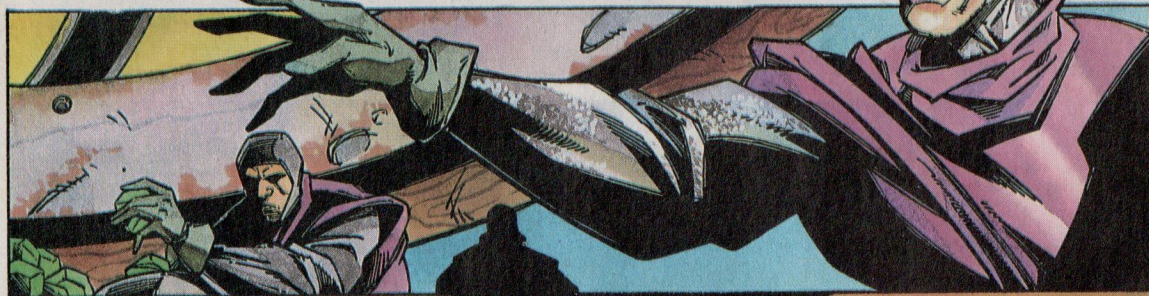


Writer- Jerry Prosser
Pencils- Phil Hester
Inks- Tom Ryder
Painted Color- Michael Tuccinard
Letters- Adam Niedzwiecki
Editor- Jeofrey Vita
Armada Line Editor- Jeff Gómez
Editor-in-Chief- Bob Layton

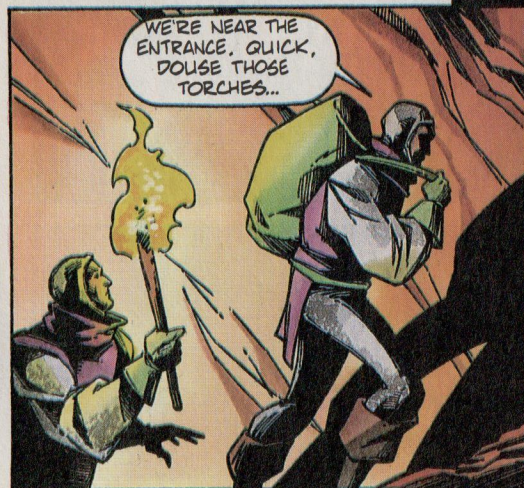
Cover Painting by George Pratt

HURRY.

WE'RE HERE FOR
POWER CRYSTALS.
TAKE ALL YOU
CAN CARRY.



WE'RE NEAR THE
ENTRANCE. QUICK,
DOUSE THOSE
TORCHES...



...BEFORE
WE'RE SEEN...



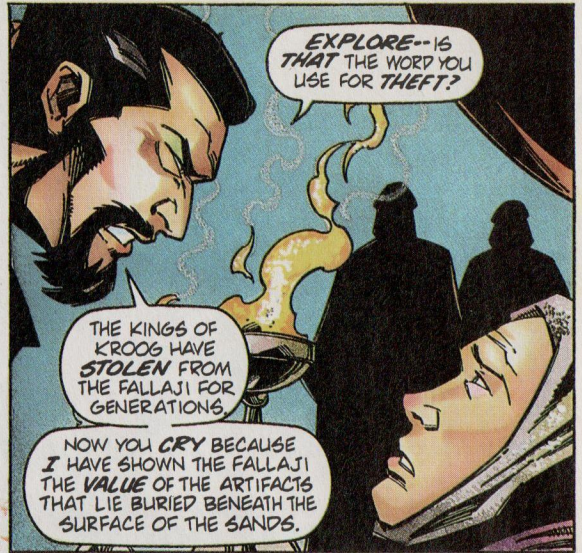
Mishra was deep in the Western Desert, on a lonely path. Apart from his brother, Mishra found his way among the Fallaji.





WE WERE ONLY
DOING WHAT WE
HAD TO--

THESE...
NOMADS...
WILL NO LONGER
ALLOW US TO
EXPLORE THE
DESERT.



EXPLORE--IS
THAT THE WORD YOU
USE FOR **THEFT**?

THE KINGS OF
KROOG HAVE
STOLEN FROM
THE FALLAJI FOR
GENERATIONS

NOW YOU **CRY** BECAUSE
I HAVE SHOWN THE FALLAJI
THE **VALUE** OF THE ARTIFACTS
THAT LIE BURIED BENEATH THE
SURFACE OF THE SANDS.



I HAVE TURNED
SAVAGES YOU EX-
PLOITED INTO **TRADERS**
WHO DRIVE A **HARD**
BARGAIN.

NOW YOU CREEP
THROUGH THE DESERT
ON YOUR **BELLIES**
LIKE **SNAKES...**



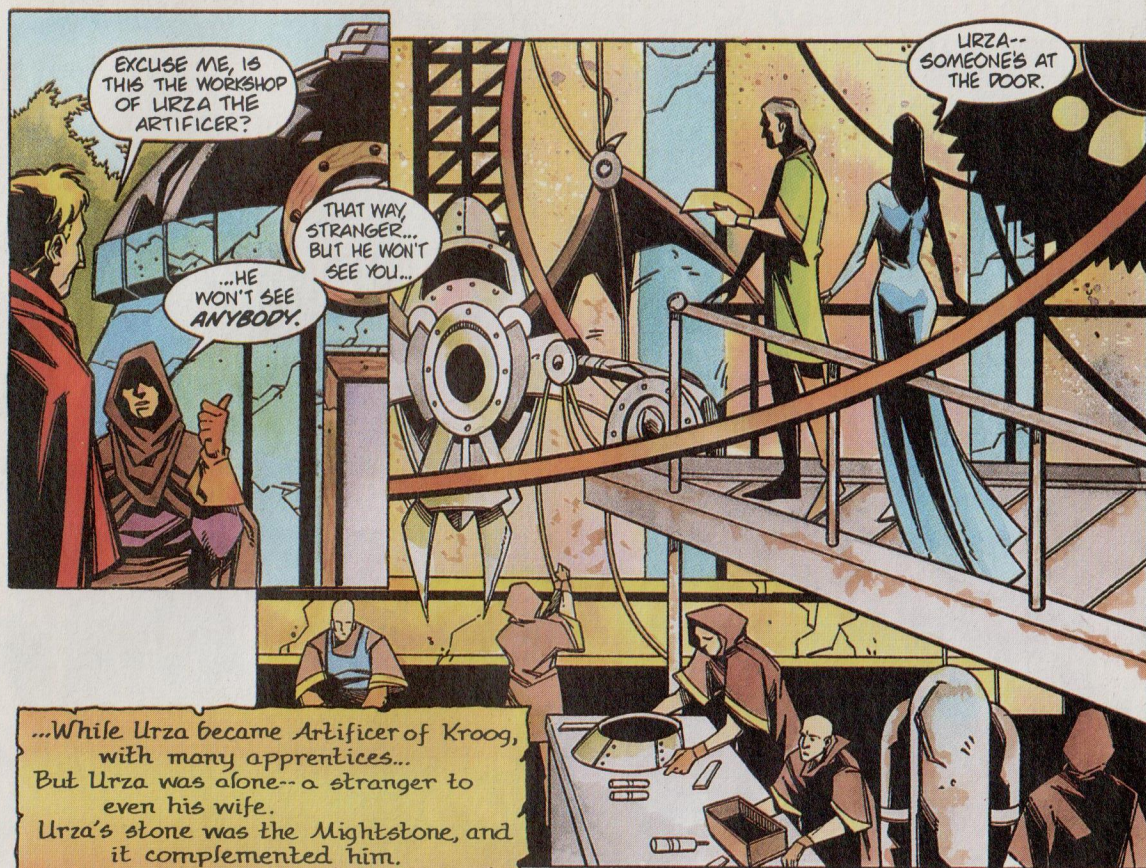
...AND I DON'T
SEE WHAT USE
HANDS ARE TO
A **SNAKE**.
CUT OFF THEIR
HANDS AND DUMP
THE THIEVES AT THE
FRONT GATES OF
KROOG.

NOOO--
AAAAA!



A GIFT FOR
THE KING...AND
MY BROTHER.

CRUNCH



THIS TEXT REVEALS THAT KAYLA FELT IGNORED BY URZA, POSSIBLY EVEN JEALOUS OF HIS WORK, FEELINGS THAT DROVE KAYLA IN A DANGEROUS DIRECTION. WE ALSO SEE HOW THE PATHS OF MISHRA AND URZA DIVERGED. MISHRA FORGED A TRADING FEDERATION AMONG THE VARIOUS FALLAJI TRIBES. URZA, UNDER THE PATRONAGE OF THE KING OF KROOG, DEVELOPED SOMETHING AKIN TO A GUILD STRUCTURE, WHEREIN APPRENTICES LABORED FOR URZA IN EXCHANGE FOR AN EDUCATION.

PARADISE FOUND...





...OR PARADISE LOST?

MAGIC
The Gathering™
HOMELANDS™
Prestige Format Comic

Nothing is what it seems in the mystical world of Homelands.

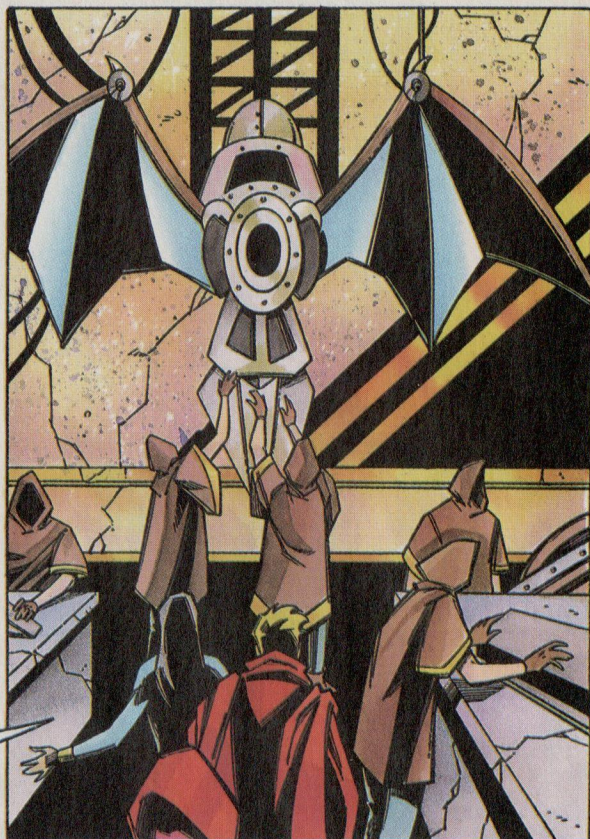
- Based upon the highly anticipated Magic: The Gathering expansion deck
- Cover painted by legendary artists Greg and Tim Hildebrandt
- Story by D.G. Chichester and Painted by Rebecca Guay
- Includes one of three rare and powerful cards from the Homelands expansion set

Wizards
OF THE COAST

® Unlock the Mysterious World of Homelands.

Acclaim
COMICS, INC.

©1995 Acclaim Comics, Inc. MAGIC: THE GATHERING & HOMELANDS are TM & ©1995 Wizards of the Coast









NOT MORE
THIEVES,
I HOPE.

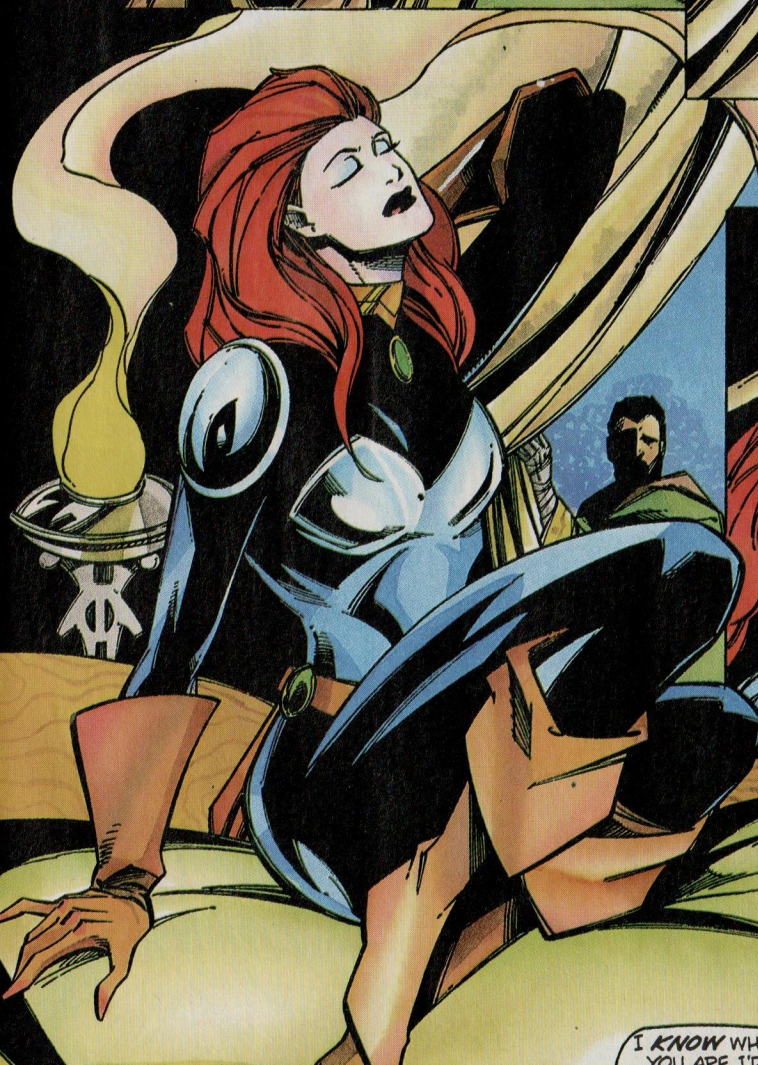
NO,
SIRE.

NOT THIEF...MORE
INTERESTING.



OUT HERE, WE
DO NOT OFTEN HAVE
THE UNEXPECTED
PLEASURE OF
GUESTS.

WELCOME. I
AM MISHRA.



Years passed before a visitor crossed
paths with them--
A woman whose eyes were like ice in
the desert sun.
Her name was Ashnod, and no man
could find her heart,
But Mishra was determined to
possess her.

I *KNOW* WHO
YOU ARE. I'D
RECOGNIZE YOU
ANYWHERE.

MY NAME
IS ASHNOB.





THE TEXT GIVES US LITTLE INFORMATION ABOUT ASHNOD, EXCEPT THAT SHE IS ICY AND COLD, IN SHARP CONTRAST TO THE HEAT OF THE WESTERN DESERT. IF MISHRA IS A HOT, FEELING CHARACTER, HE IS BALANCED BY THE COLD ASHNOD. BUT WHEN SUCH OPPOSITE FORCES COME TOGETHER, THERE CAN OFTEN BE GREAT MISERY.

Unlock the secrets of the Kindred...

DARKNESS UNVEILED™



A Sourcebook of
Arcane Knowledge
and Artful Strategies for players of

VAMPIRE™ THE ETERNAL STRUGGLE



VAMPIRE: THE ETERNAL STRUGGLE AND DARKNESS UNVEILED ARE TRADEMARKS OF WIZARDS OF THE COAST, INC. AND WHITE WOLF, INC.
WIZARDS OF THE COAST IS A REGISTERED TRADEMARK. ALL RIGHTS RESERVED. ILLUSTRATION ©1995 DAVE MCKEAN.
WIZARDS OF THE COAST CUSTOMER SERVICE: (206) 624-0933

VAMPIRE: THE ETERNAL STRUGGLE IS BASED ON WHITE WOLF'S VAMPIRE: THE MASQUERADE.

Wizards
OF THE COAST

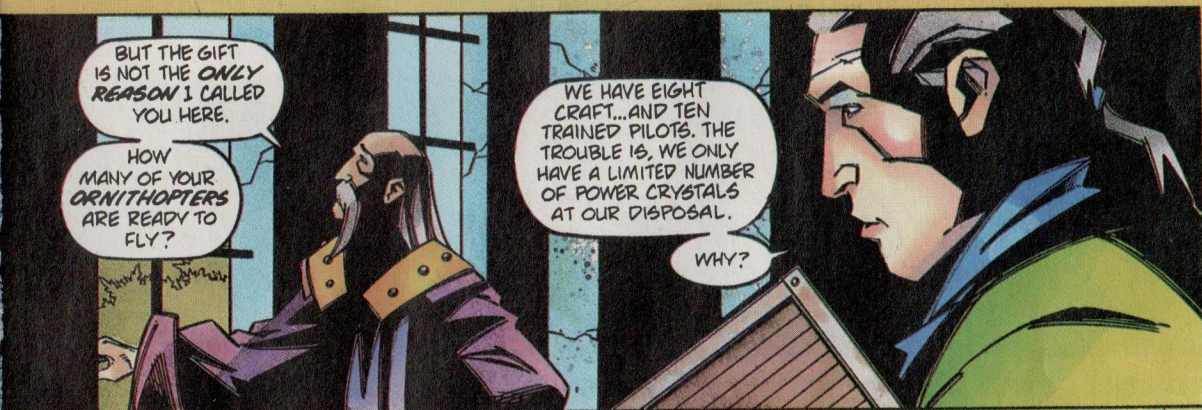




...COME
IN, SON.

LET ME
CONGRATULATE
YOU ON MY DAUGHTER'S
PREGNANCY. I LOOK
FORWARD TO MANY
FINE GRANDCHILDREN.

LET ME PRESENT
YOU WITH A GIFT TO
COMMEMORATE
THE OCCASION.

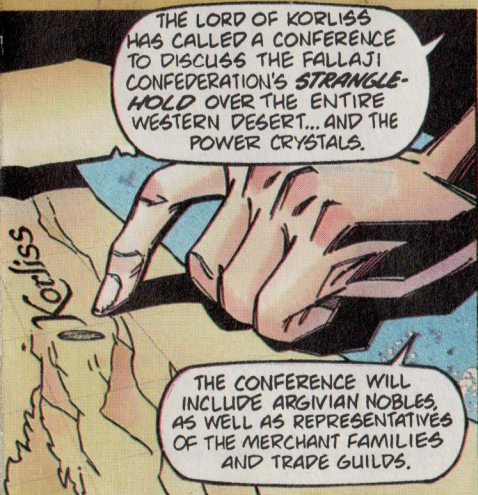


BUT THE GIFT
IS NOT THE *ONLY*
REASON I CALLED
YOU HERE.

HOW
MANY OF YOUR
ORNITHOPTERS
ARE READY TO
FLY?

WE HAVE EIGHT
CRAFT...AND TEN
TRAINED PILOTS. THE
TROUBLE IS, WE ONLY
HAVE A LIMITED NUMBER
OF POWER CRYSTALS
AT OUR DISPOSAL.

WHY?



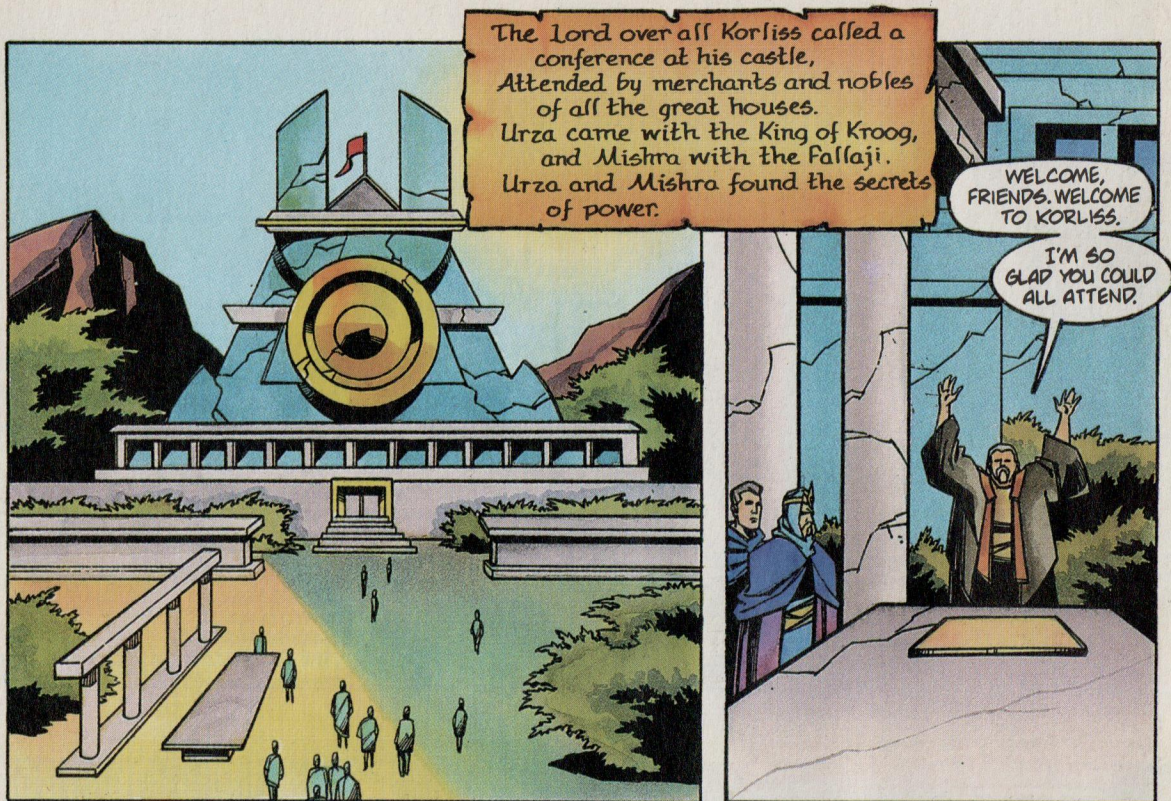
THE LORD OF KORLISS
HAS CALLED A CONFERENCE
TO DISCUSS THE FALLAJI
CONFEDERATION'S *STRANGLE-
HOLD* OVER THE ENTIRE
WESTERN DESERT...AND THE
POWER CRYSTALS.

THE CONFERENCE WILL
INCLUDE ARGIVIAN NOBLES,
AS WELL AS REPRESENTATIVES
OF THE MERCHANT FAMILIES
AND TRADE GUILDS.



THE FALLAJI ARE
ALSO SENDING A
REPRESENTATIVE
...YOUR BROTHER.

I WANT YOU TO
COME WITH ME TO
THE MEETING. THE
FALLAJI MIGHT GET
MORE THAN THEY
BARGAINED FOR.



The Lord over all Korliss called a conference at his castle, Attended by merchants and nobles of all the great houses. Urza came with the King of Kroog, and Mishra with the Fallaji. Urza and Mishra found the secrets of power.

WELCOME, FRIENDS. WELCOME TO KORLISS.

I'M SO GLAD YOU COULD ALL ATTEND.



WHAT DO YOU MEAN ALL, LORD OF KORLISS? WHERE IS THE FALLAJI DELEGATION?

IF YOU THINK I'M GOING TO STAND FOR THIS INSULT...



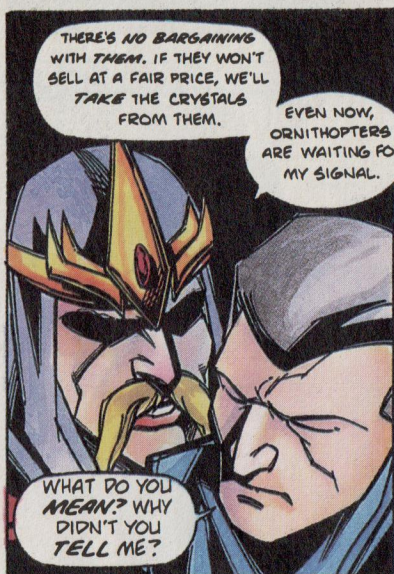
...YOU ARE MISTAKEN--

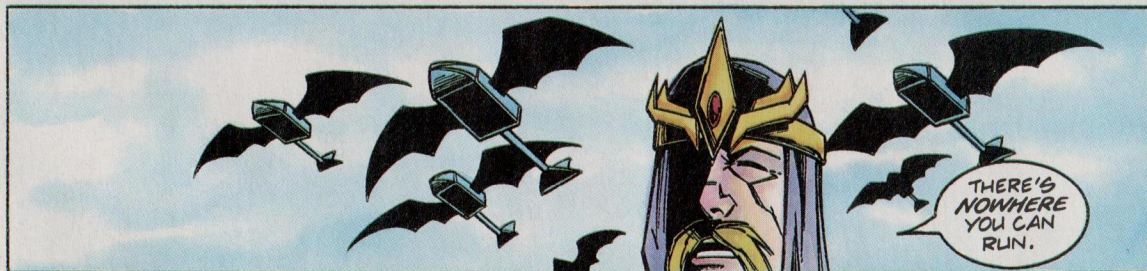
ANKREEEENK

BY THE GODS...

KORLISS HAD ALWAYS BEEN A NEUTRAL TERRITORY, SO THE TRADING CONFERENCE WAS HELD THERE. ITS PURPOSE WAS TO ADDRESS TRADING ISSUES RAISED BY MISHRA'S CONFEDERATION OF THE FALLAJI TRIBES INTO A UNIFIED TRADING BLOC. THE ARGIVIAN CITY STATES NEEDED THE ANCIENT THRAN TECHNOLOGY AND POWER CRYSTALS FOUND ONLY IN THE WESTERN DESERT. THE MERCHANTS AND NOBLES CHAFED UNDER THE FALLAJI TERMS, AND URGED DESPERATE ACTION.









EVERY MONTH FROM ACCLAIM COMICS!





NOT TODAY, SAVAGE.

Mishra and the King of Kroog fought with each other, And a treacherous king became the enemy of all. The powerful failed the contest of strength.



BAM

BLAM

KAI FLOW

KRREANK



MISHRA... I DIDN'T KNOW ANYTHING ABOUT THIS.

THEN WHO BUILT THE ORNITHOPTERS... YOUR LOVELY WIFE? THIS IS FAR FROM OVER, BROTHER.



YARRG!

KRASH

KAYLA BLAMES HER FATHER FOR THE 'ATTACK AT KORLISS.' IT PROVOKED THE BROTHERS' STRUGGLE INTO OPEN CONFLICT. THE INCIDENT FORCED ALL THE PARTIES TO CHOOSE SIDES. THE ARGIVIAN CITY-STATES, LINKED BY GENERATIONS OF ARRANGED MARRIAGES AND ECONOMIC TIES, SUDDENLY FOUND THEMSELVES FACE TO FACE WITH THE NEWLY CONFEDERATED TRIBES OF THE FALLAJI.



At Korliss, Mishra fought with Urza and the King of Kroog.



IT'S *YOUR* HEAD YOU SHOULD BE CONCERNED WITH, OLD MAN.

IT WILL LOOK GOOD ON THE END OF A PIKE.

BUT FIRST, I'M GOING TO TAKE FROM *YOU* WHAT RIGHTFULLY BELONGS TO ME.



A FINE TOY, URZA...



...BUT IT BREAKS SO EASILY.



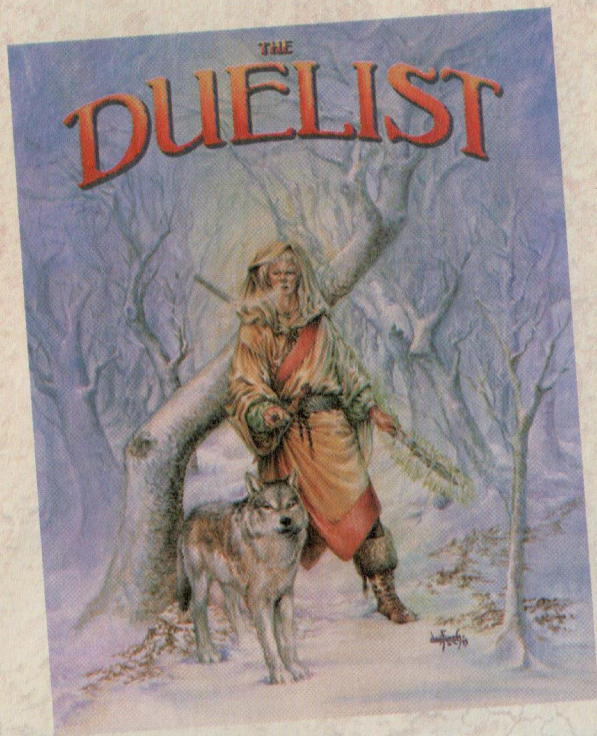
NOW, *YOU* MUST FACE ME.



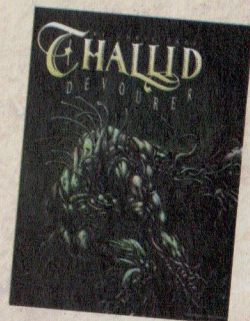
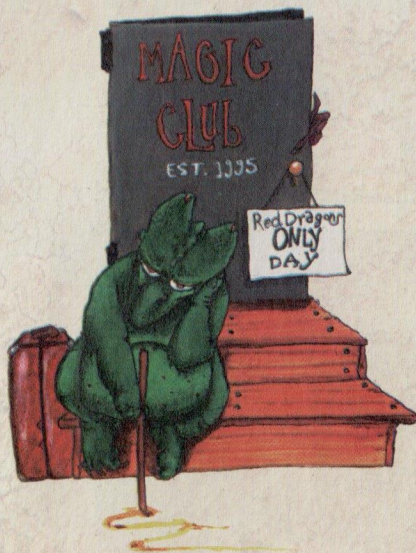
AND MAY OUR PARENTS FORGIVE ME...

ENTER THE WORLD OF DECKMASTER™

FROM THE HEIGHT OF THE ANTIQUITIES WAR TO THE DEPTHS OF THE ICE AGE,
THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE



From the creators of Magic™ comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in Deckmaster news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the Magic world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite Deckmaster illustrators.



The Duelist offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of Deckmaster. To subscribe, contact *The Duelist* at (206) 226-6500. (Six issues \$17.95, twelve issues \$29.95.)

Magic: The Gathering, Deckmaster, and *The Duelist* are trademarks of Wizards of the Coast. Wizards of the Coast is a registered trademark. Background by Drew Tucker, illustrations (from left to right) by Liz Danforth, Drew Tucker, Quinton Hoover, Julie Baroh, and Ron Spencer, © 1995.

Wizards
OF THE COAST

The brothers pitted the forces of the stones against each other.

YOU'RE WEAK, URZA.



YOU DON'T DESERVE YOUR STONE.



NOW, IT BELONGS TO ME.



WHAT? NOT AGAIN!



Urza's stone, the Mightstone, served him well-- While Mishra's stone, the Weakstone, betrayed him.

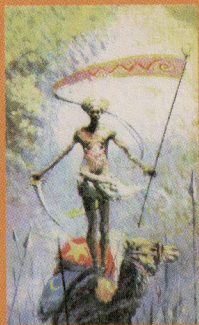


THE WORD "BETRAYED" IN HIGH ARGIVIAN IMPLIES PURPOSE AND GUILE, ALMOST AS IF THE WEAKSTONE POSSESSED A KIND OF VOLITION--POSSIBLY EVEN INTELLIGENCE. WE WILL SEE THIS INTELLIGENCE OF THE STONES OF POWER, OF THE INNER LIFE, BECOME MORE PRONOUNCED AS "THE STORY OF LIRZA AND MISHRA" CONTINUES.

MAGIC™

The Gathering

HURKYL'S RECOLLECTIONS



Address all letters to: Antiquities War - Jeof Vita, Asst. Editor c/o ACCLAIM COMICS 275 Seventh Avenue New York, N.Y. 10001

With the conflict between Urza and Mishra heating up, let's tackle some issues concerning this and some of our other Magic: The Gathering miniseries...

After reading *Antiquities War* #1, I just had to write in to you. I've enjoyed all of the Magic comics, especially this one. What confuses me, however, is why you have changed the history behind the Antiquities War.

According to the text on the Mightstone card, "...Urza fell behind in the Hall of Tagsin, where he discovered the Mightstone." Yet, in the Seer Analysis by Scott Hungerford, it is mentioned that Mishra gained the Mightstone and Urza was given the Weakstone.

Are you rewriting the Antiquities history?

Richard P. Marcello
Phoenix, AZ

The Brothers War is a long and complex one. According to Wizards of the Coast, there have been several interpretations of exactly what happened between Urza and Mishra, and Jerry Prosser's take on this history, while probably quite close, is sometimes purposefully ambiguous. In this particular case, Richard, we are not rewriting history. Scott Hungerford goofed up, and we didn't catch it, so we goofed up, too! Remember, the Seer Analysis columns are not indisputable, either. If you've got a beef with our columnists, write in and let us know.

I am afraid I must disagree with David Peattie's comparison of *Ice Age* on the *World of Magic: The Gathering* to *Elfquest*. In my opinion, the *Ice Age* storyline rushes from one magic battle to the next, with only superficial character and plot development.

While some of the combinations and interactions of spells in your battles are interesting, I do not find many of the battles as being very representative of real game play. The concept of acquiring and tapping land appears to be treated in a very superficial manner. This was espe-

cially evident in the third issue, when the three planeswalkers are cast into the Nether Void. What is the first spell cast there? Summoning a Mana Matrix, a very expensive artifact in the game of Magic. To make matters worse, its capability is not accurately described by Taysir.

More importantly, the acquiring of spells and the availability of those spells for casting appears to not even be a consideration in the storyline. This is a flaw in many fantasy stories based on magic system mechanics that limit the spells available to the caster by means other than spell complexity and total power expended/channeled within a given time frame. This is the primary reason I feel many of the battles are not representative of the game. The only limitation on spell availability in the comic seems to be the colors a given planeswalker has chosen to specialize in, and an occasional lip service to the availability of mana to tap. This does not map well into the mechanics of the game.

One final nit is continuity in the artwork. In the third issue we see Freyalise hit by acid. We immediately see damage to the feathers on her costume, but nothing else. Not until ten pages later do we see, all at once, damage to other parts of her costume and her face burned. Comics, like movies, require a temporary suspension of reality on the part of the reader. But, it has to be done in a believable fashion. *Ice Age* fails at this in my opinion.

Curt Schroeder
Smyrna, GA

Readers of *The Antiquities War* know that while we're waiting for the first wave of letters to hit our column, we've been fielding reactions to *Ice Age*. (Note: While *Ice Age* came out before *Antiquities*, chronologically it takes place after *Antiquities*.) Curt brings up a few points we'd like to address, some valid, some a bit off the mark:

As readers of our other M:TG miniseries know, we try to strike a balance between

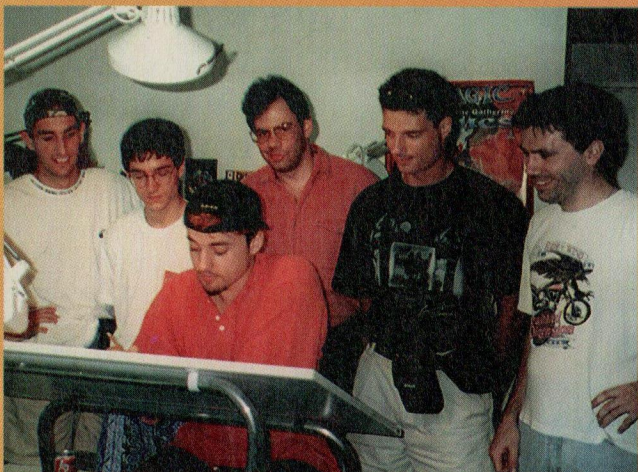
the gaming and storytelling elements, preferably achieving some interaction. Try and imagine what a duel that faithfully followed the rules might look like in the comics. A complete game could fill 50 pages! We've only got about 22 per issue! It's true, not every one of our comics explains the finer aspects of "tapping" and "planeswalking." But the world of Dominaria is one where either the citizenry knows next to nothing about these things, or accepts magic as instinctively as eating or breathing. Outside of actual training, where masters are consulted about various spells, or a wartime situation, where officers might plan which magic strategies would be most effective against the enemy, only the rawest novices and foolish apprentices discuss casting openly.

Armada Line Editor Jeff Gómez understands that even a magic system as expansive as the one created by Richard Garfield needs to have its own "physics," and consulted with Wizards of the Coast Magic brand manager and playtester-extraordinaire Skaff Elias for the straight dope on making the intricacies of spellcasting explainable to readers who may or may not be familiar with the game. The result is *Magic: The Gathering—Wayfarer*, the story of a powerful novice who is taught his full magical potential by his planeswalker mentor. We think the approach is novel and enjoyable.

Finally, to answer a couple of your specific points, Curt, *Ice Age* #3 depicted several of the most powerful planeswalkers in the universe of Dominaria. Leshrac was capable of summoning the Mana Matrix (with mana to spare), despite the difficulty. He's that powerful. Also, Freyalise's costume was damaged by Tevesh Szat's Acid Rain. Her face and armor, on the other hand, were badly marred by the Soul Burn Szat cast at the duel's conclusion. Each use of magic (duel or not) in Armada comics is triple-checked for accuracy of depiction and playability. There are some exceptions made for artistic license, and mistakes do get through sometimes (we reward eagle-eyed readers for pointing them out), but everything you see is ultimately Wizards of the Coast-approved.

ARMADA ENDURES FRENCH INVASION!

Back in July, Armada got a visit from some of our friends "across the pond." Four Magic: The Gathering comics fans came all the way to New York from Bouc Bel Air, France to meet some of the talent behind the Magic comics. After an afternoon learning about the steps involved in putting the comics together, the guys got a chance to sit with the penciller of *Fallen Empires* and *Arabian Nights*, Alexander Maleev, and with Armada Line Editor Jeff Gómez. It was a great pleasure for all of Armada to meet up with some of our European fans. A hearty *merci beaucoup* to you guys for coming all the way out to La Grande Pomme. Vive la France!



From left to right: Thibout, Eric, Alex Maleev, Jeff Gómez, Patrick, Stephane

Magic: The Gathering HOMELANDS™

A Prestige Format Graphic Novel



This October, Acclaim Comics and Wizards of the Coast offer fans of the Magic: the Gathering trading card game a taste of paradise...only to take it away! As a prelude to the release of the newest expansion set, Homelands, Acclaim's Armada line premieres its first prestige format comic, **Magic: The Gathering—Homelands**. This 64-page book, filled with the exploits of heroes, villains, and legends from the furthest reaches of Dominia, is written by D.G. Chichester, of *Daredevil* fame, fully painted by Rebecca Guay of Vertigo's *Black Orchid*, and features a painted cover by none other than the brothers Hildebrandt.

An epic fantasy that spans the universe of Dominia over many centuries, **Homelands** is the story of the powerful planeswalkers Feroz and Serra, and their efforts to create a paradise out of a world ruined by an ancient war.

In the centuries that pass, Feroz and Serra establish strong bonds with the Anaba minotaurs native to that plane, especially the powerful and noble Sandruu. They create spectacular magical constructs, such as the Serra Angels, and also make deadly enemies, such as the renowned planeswalker, Taysir. Along the way...they fall in love.

But slowly, on the outer edges of perception, a dark serpent rises within their eternal paradise. The Baron Sengir has come into the possession of the dreaded Apocalypse Chime, said to have destroyed the world in antiquity. As he begins his rise to power, he becomes a shadowy reminder that playing God has...irrevocable consequences!

The **Homelands** prestige format comic will also contain maps, illustrations, timelines, creator profiles, and gaming tips for the Magic: The Gathering—Homelands expansion—making it an indispensable addition to any Magic fan's collection.

Each issue of Homelands will be shrink-wrapped with one of three rare and powerful Homelands cards: **Feroz's Ban**, **Baron Sengir**, and **The Apocalypse Chime**. Together, these cards have the ability to defend, dominate, and destroy the haven that is—Homelands!

DEEP ANALYSIS SHAWN CARNES

Hello once again, planeswalkers! This time around we get a chance to look at **Antiquities War #3**, and the escalating conflict between Urza and Mishra. In this issue, push comes to shove as the brothers' animosity takes on a distinctly physical component at the end of the story. Each brother has also taken on an apprentice. Mishra takes on the mysterious female, Ashnod, whose beauty belies a considerable amount of power. Urza, on the other hand, allies himself with the calculating and skilled weaponsmith, Tawnos. Players of Magic: The Gathering will recognize those names right off the bat. So, without further delay, onward to the field of battle!

The action starts off intense as an expedition from Kroog into the desert is captured by Fallaji nomads. Unfortunately for these stalwart adventurers, archrival Mishra by this time is the leader of the Fallaji. Mishra sends the would-be thieves back to Kroog minus their hands—a hefty punishment indeed. This certainly sets the tone for the coming conflict; Mishra, at least, won't rest until he controls both the Mightstone and the Weakstone.

What exactly were Urza's men looking for? The expedition was after artifacts, whose power Urza was hoping to harness for his strange, clockwork creations. These "power crystals" could be interpreted as colorless sources of mana for the purposes of the game. Remember, at this point in Dominaria's history, the five colors of magic were not yet fully understood except by the most learned of mages.

As mentioned before, this issue highlights the brothers meeting their respective apprentices. Tawnos seeks to study with Urza. To get his attention, Tawnos brings a mechanical serpent of his own creation to display as an example of his skills. This serpent is not necessarily representative of any card in the game, but it does hint at the craftsmanship of the man who would go on to create many powerful artifacts during the Antiquities War. Urza is impressed by Tawnos' ability and takes him into his tutelage.

On the flip side, Ashnod brings the powerful **Staff of Zegon** to Mishra. An artifact of her own creation, in the game the **Staff** will diminish a creature's damage-dealing capability, making it -2/-0 until the end of the turn. A combination of the **Staff of Zegon** and **Mishra's Weakstone** can really shut down some attacking creatures, since the opposing force will lose -3/-0. It's important to remember that effects like these can be cumulative. Isn't it ironic that, in her own words, Ashnod is attracted to powerful things, and yet her own **Staff** weakens anything she uses it on? With that kind of power, it's easy to see why Mishra takes on Ashnod as his second. I have to wonder, though, who is really the controlling force in this pairing?

The premiere confrontation takes place at Korliss when an economic conference is called to discuss the increase in Fallaji strength. Urza, with his **Avenger**, accompanies the King as they represent Kroog. Mishra himself shows up in his **Dragon Engine**, to represent the Fallaji confederation. Both of these creations are very powerful artifacts, and each could sway a duel to one side or the other. **Urza's Avenger** is a 4/4 artifact creature which can, at the cost of -1/-1 to itself, gain flying, banding, first strike or trampling. Apparently, Urza couldn't settle on any one design and decided to create a single, versatile being.

Mishra's **Dragon Engine**, first revealed to him in his dreams of the artifact hell of Phyrexia, is a 1/3 artifact creature which, for two mana, gains +1/+0 until the end of the turn. Perhaps inspired by his dreams of the beasts, Mishra has surely constructed a number of these **Dragon Engines** to use in his battles.

Since Mishra's encampment sits atop one of the richest sources of power crystals, the **Dragon Engines** are rather formidable. With such a show of power from both sides, talks begin...which lead to shouts...which lead to fighting. The King of Kroog then reveals his secret plan, which was heretofore unbeknownst to Urza. The **Ornithopters** will attack Mishra and his delegation!

Normally, the **Ornithopter** wouldn't be able to do much. It's a 0/2 creature. Don't forget, however, that Urza has the **Mightstone**, which makes all attacking creatures +1/0. This would make them 1/2 when they attack. If the **Weakstone** or the **Staff of Zegon** is used against them, however, it will bring them back down to size.

When Mishra makes the demand for the **Mightstone**, the King of Kroog reveals his treachery. Ashnod uses her **Staff of Zegon** to weaken some of their opponents. As Mishra moves against Urza, Urza's **Avenger** attempts to intercept. Mishra uses his **Weakstone** to bring the 4/4 creature down to size, even though in the game the **Avenger** would still be a 3/4 before it gained any special abilities. If the **Weakstone's** power was increased somehow (perhaps "off-camera"), or the **Staff** were used with it, this move would have been successful, according to the rules.

With the **Avenger** out of the way, Mishra and Urza square off, **Weakstone** vs. **Mightstone**. Once again, we are brought to a standstill. The **Weakstone** denies Mishra its power just as he is about to win. The stone seems to have a will of its own regarding when and where its power would be best used. I wonder what is going to happen if, or when these two stones are ever reunited? Watch out!

So, the stage is set for **#4**: Mishra's forces will undoubtedly square off against Urza's. With Ashnod in Mishra's corner and Tawnos in Urza's, I bet we'll get a chance to see some more artifacts from the Antiquities expansion. Bear in mind, also, that Urza and Mishra aren't planeswalkers per se. They are artificers, using power crystals as sources of mana to make their artifacts come to life. As artificers, neither Urza nor Mishra have the power to extract mana directly from the land as a planeswalker does. The brothers must rely on these power crystals. Will the stakes increase as the brothers face each other? I'd say so, but **#4** will reveal all!

Until next time, may the powers of the artificers be with you.

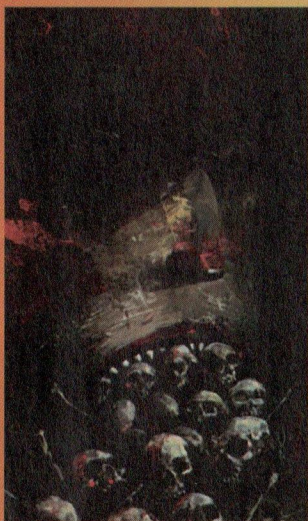
COMING IN OCTOBER

Magic: The Gathering Antiquities War #4

The shooting starts here, in the greatest, most spectacular magical war in the history of Magic: The Gathering! Adapted from the Antiquities expansion of the Magic: The Gathering trading card game, the dark enmity between the brothers Urza and Mishra draws the world toward cataclysm!

As the brothers' empires grow, so too, do their armies—both of which are converging on the city of Kroog. Each brother recruits a stalwart general to aid him in their battles. Ashnod and Tawnos both play important roles in the Antiquities card expansion.

This issue features a Seer's Analysis column that'll give you ideas on using your Antiquities cards more effectively. Cover by George Pratt.

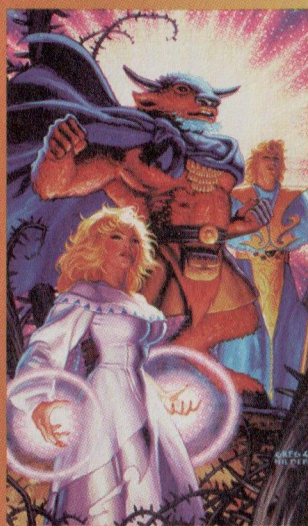


Magic: The Gathering Homelands #1

An epic that spans the universe of Dominia over many centuries, Homelands is the story of the powerful planeswalkers Feroz and Serra, and their efforts to create a paradise out of a world ruined by war.

But slowly, a dark serpent rises within their eternal paradise. Baron Sengir has come into the possession of the dreaded Apocalypse Chime. As he begins his ascension to power, he becomes a shadowy reminder that playing God has irrevocable consequences!

This 64-page prestige format comic has a cover by Tim and Greg Hildebrandt, a story by D.G. Chichester and fully painted by Rebecca Guay, with info and tips for the Homelands expansion. And one of three rare Homelands cards!

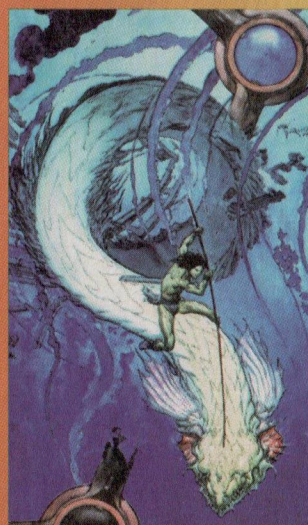


Magic: The Gathering Wayfarer #4

What is...the Sylex? What dark secret binds the greatest planeswalkers in all of Corondor? And what new villain wants both Jared and Kristina dead?

In the treacherous waters around the Golthonor Bridge, a savage monster guards both the answers to these secrets, and an artifact out of the Shadow Mage's past—a weapon powerful enough to stop the Battlemage Ravidell!

Also, WotC rules guru Shawn Cames' Seer Analysis column supplies tips on "Blasting with Blue" in your Magic: The Gathering game duels. Renowned fantasy illustrator Michael Kaluta supplies a stunning take on the popular Sea Serpent card on this issue's cover.



ACCLAIM COMICS

Steven J. Massarsky

President/Publisher

Bob Layton

Senior VP

Editor-in-Chief

Jon Hartz

Senior VP

Morton R. Nissen

VP Operations

Hayley Eden

Controller

Paul Fairchild

Marketing Director

Brad L. Goldberg

Circulation Manager

Darren Sanchez

Director of Production

Harry Eisenstein

Production Manager

Rebecca Knaster

Advertising Sales

ARMADA

Jeffrey Artemis-Gómez

Line Editor

Jeofrey Vita

Assistant Editor

C.R. Lister

Designer

Kenn Bell

Scott Friedlander

Computer Graphic Design

Sharon Claire Mitchell

Story Consultant

WIZARDS OF THE COAST

Lisa Stevens

VP New Business/Marketing

David Lee

Armada Liaison

Scott Hungerford

Dominia Continuity

Ronnie Noize

Coordinator

Paul Peterson

Shawn Carnes

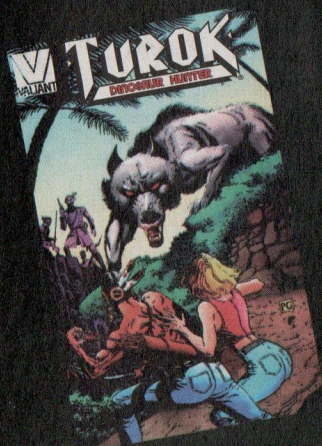
Consulting Rules Editors

MAGIC
The Gathering™

Created by **Richard Garfield**

HUNT OR BE HUNTED.

TUOK. IN OCTOBER.



39: THE BADLANDS. TUOK BRINGS ORDER TO AN OUT-OF-TIME FRONTIER.
THE ADVENTURES OF AN APACHE DINOSAUR HUNTER ON AN ALIEN WORLD.
BY TIMOTHY TRUMAN AND PAUL GULACY.

**GET THE LATEST ON ACCLAIM COMICS AND
ALL YOUR OTHER FAVORITES EVERY MONTH IN**

OVERSTREET'S
FAN

**Ask for FAN
at your
local comic
book store!**

***The new
monthly magazine of
comics, video games,
non-sports cards, and toys...***

***Plus the same Overstreet Price Guide
collectors have trusted for over 25 years!!!***

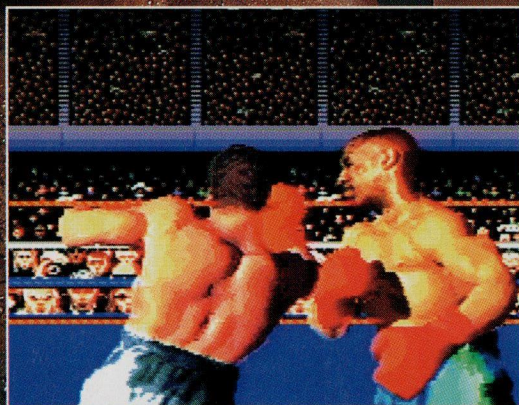
GET TOUGH. GET REAL. FOREMAN. FOR REAL.



REALISTIC ATTRIBUTE
LEVELS FOR ALL
20 BOXERS!



EXPLOSIVE
2-PLAYER ACTION!



ACCLAIM'S MOTION CAPTURE TECHNOLOGY...
TRUE BOXING REALISM!



SOUTHPAW? BULL?
TECHNICIAN? FIGURE OUT
YOUR OPPONENT'S STYLE
—OR PAY THE PRICE!



"I'M GONNA EAT YOU
FOR LUNCH!"



SUPER NES®

GENESIS®

GAME BOY®

GAME GEAR®



FOREMAN FOR REAL is a trademark of Acclaim Entertainment, Inc. Developed by Software Creations of America. Proprietary Motion Capture System (MCS) is the sole property of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. *Promotion valid on Super NES® and Genesis® versions of Foreman For Real video game. Promotion not valid on Game Boy® and Game Gear® versions. Each Gold's Gym is independently owned and operated. Use of gym facilities subject to rules and regulations established by owners and operators of each facility.